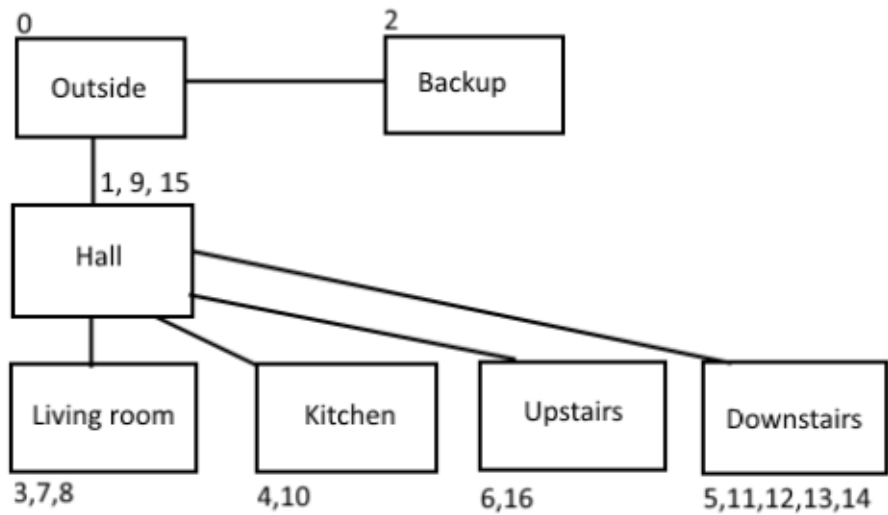


Narrative branch



Intro

<u>index</u>	0							
<u>text</u>	It's late on a friday night, it's late and raining, your shift's almost over, but you got one of the first to respond to a call in the suburbs. Neighbours called it in, shouting and arguing. Backups on the way and there's at least one armed suspect in the house but if any of them get in, not much time...							
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Head into the house.</td><td>1</td></tr><tr><td>Wait for backup.</td><td>2</td></tr></table>		<u>text</u>	<u>index</u>	Head into the house.	1	Wait for backup.	2
<u>text</u>	<u>index</u>							
Head into the house.	1							
Wait for backup.	2							

Backup

<u>index</u>	2	
<u>text</u>	You wait for backup outside the house, as the sounds of siren draws close you hear and see the building what you find just keeps getting worse and worse. A woman in the living room with a shattered glass that used to be a coffee table, dead from her wounds. A man in the basement dead. And finally a young boy in his room, hiding under his bed, confused and crying.	
<u>choices</u>	Ending 1	

Enter the hall

<u>index</u>	1										
<u>text</u>	You walk slowly up to the house, gun drawn moving slowly when you reach the front door. You enter a hall, there's breathing to your right, slow and pained, coming from the living room. On the side of the hall opposite the other door is a way through to the kitchen. And at the far end of the hall going upstairs and one down to the basement. The last thing you notice is muffled crying.										
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Head to the living room</td><td>3</td></tr><tr><td>Head to the kitchen</td><td>4</td></tr><tr><td>Go downstairs</td><td>5</td></tr><tr><td>Go upstairs</td><td>6</td></tr></table>	<u>text</u>	<u>index</u>	Head to the living room	3	Head to the kitchen	4	Go downstairs	5	Go upstairs	6
<u>text</u>	<u>index</u>										
Head to the living room	3										
Head to the kitchen	4										
Go downstairs	5										
Go upstairs	6										

Enter living room

<u>index</u>	3						
<u>text</u>	There's a woman in the room, shot and fallen through a glass table, barely clinging to life. In a pained voice, barely a whisper, says "help me".						
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Attempt to help</td><td>If haveMeds == true 7 If false 8</td></tr><tr><td>Return to the hall</td><td>9</td></tr></table>	<u>text</u>	<u>index</u>	Attempt to help	If haveMeds == true 7 If false 8	Return to the hall	9
<u>text</u>	<u>index</u>						
Attempt to help	If haveMeds == true 7 If false 8						
Return to the hall	9						

Attempt help, haveMeds == True

<u>index</u>	7				
<u>text</u>	Using the supplies you got from the kitchen you manage to stem the bleeding and give her a complete fix but should buy her enough time for the paramedics to get here. (womanSaved = True)				
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Return to the hall</td><td>9</td></tr></table>	<u>text</u>	<u>index</u>	Return to the hall	9
<u>text</u>	<u>index</u>				
Return to the hall	9				

Attempt help, haveMeds == False

<u>index</u>	8				
<u>text</u>	You rip the left sleeve of your uniform and turn it into a jury rigged bandage, it slows the bleeding but first aid she likely won't survive till the paramedics arrive. (uniformDam = true)				
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Return to the hall</td><td>9</td></tr></table>	<u>text</u>	<u>index</u>	Return to the hall	9
<u>text</u>	<u>index</u>				
Return to the hall	9				

Return to hall

<u>index</u>	9										
<u>text</u>	The scene in the hall hasn't changed much, save for the sounds.										
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Head to the living room</td><td>3</td></tr><tr><td>Head to the kitchen</td><td>4</td></tr><tr><td>Go downstairs</td><td>5</td></tr><tr><td>Go upstairs</td><td>6</td></tr></table>	<u>text</u>	<u>index</u>	Head to the living room	3	Head to the kitchen	4	Go downstairs	5	Go upstairs	6
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Head to the living room	3										
Head to the kitchen	4										
Go downstairs	5										
Go upstairs	6										

Kitchen

<u>index</u>	4						
<u>text</u>	(If uniformDam == false) There's little of consequence in this room bar a wall mounted door, the supplies in here may be useful. (If uniformDam == true) There's little of consequence in this room bar a wall mounted door, the supplies in here could be used to properly stabilize the woman in the living room.						
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Take the medical supplies</td><td>10</td></tr><tr><td>Return to the hall</td><td>9</td></tr></table>	<u>text</u>	<u>index</u>	Take the medical supplies	10	Return to the hall	9
<u>text</u>	<u>index</u>						
Take the medical supplies	10						
Return to the hall	9						

Medkit

<u>index</u>	10				
<u>text</u>	Inside the kit are bandages, painkillers, needle and thread and a few other things that are in your pockets.				
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Return to the hall</td><td>9</td></tr></table>	<u>text</u>	<u>index</u>	Return to the hall	9
<u>text</u>	<u>index</u>				
Return to the hall	9				

Downstairs

<u>index</u>	5								
<u>text</u>	As you descend the stairs you hear a mumbling voice, it sounds like someone talking to themselves. When you reach the bottom you see a man pacing back and forth and holding a gun. He looks nervous.								
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Announce your presence</td><td>11</td></tr><tr><td>Fire at him</td><td>12</td></tr><tr><td>Return to hall</td><td>9</td></tr></table>	<u>text</u>	<u>index</u>	Announce your presence	11	Fire at him	12	Return to hall	9
<u>text</u>	<u>index</u>								
Announce your presence	11								
Fire at him	12								
Return to hall	9								

Shout out

<u>index</u>	<u>11</u>								
<u>text</u>	You shout out "Police drop your weapon" he turns round in surprise, and starts shouting and levels his gun at you.								
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Fire at him</td><td><u>12</u></td></tr><tr><td>Fire a warning shot</td><td><u>13</u></td></tr><tr><td>Try and talk him down</td><td><u>14</u></td></tr></table>	<u>text</u>	<u>index</u>	Fire at him	<u>12</u>	Fire a warning shot	<u>13</u>	Try and talk him down	<u>14</u>
<u>text</u>	<u>index</u>								
Fire at him	<u>12</u>								
Fire a warning shot	<u>13</u>								
Try and talk him down	<u>14</u>								

Shoot

<u>index</u>	<u>12</u>				
<u>text</u>	You fire two rounds through the man's chest, he falls to the ground, posture and expression He lies there unmoving, eyes open staring straight up (manDead = True)				
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td>Leave the basement</td><td><u>15</u></td></tr></table>	<u>text</u>	<u>index</u>	Leave the basement	<u>15</u>
<u>text</u>	<u>index</u>				
Leave the basement	<u>15</u>				

Death

<u>index</u>	<u>13</u>
<u>text</u>	<u>Whatever your intention it didn't work, the man fires a shot at you, it goes clean through</u> <u>numb as you fall backwards.</u> <u>(if womanSaved == true) While the actions you've taken here today have cost you your</u> <u>solace in that as everything goes dark.</u> <u>(If boyFound == true) As the last bit of life fades your last thoughts are of the boy upstairs</u> <u>promise to keep him safe.</u>
<u>choices</u>	<u>Ending 2</u>

Talk down

<u>index</u>	<u>14</u>				
<u>text</u>	<u>You slowly approach the man, (If womanSaved = True){ telling him that the woman he</u> <u>{that the boy upstairs is scared and confused, }that more police are on the way, that if</u> <u>for himself. The more and more you say the more and more he starts to shake and slo</u> <u>almost in arms reach. He starts crying as you cuff him.</u>				
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td><u>Leave the</u> <u>basement</u></td><td><u>15</u></td></tr></table>	<u>text</u>	<u>index</u>	<u>Leave the</u> <u>basement</u>	<u>15</u>
<u>text</u>	<u>index</u>				
<u>Leave the</u> <u>basement</u>	<u>15</u>				

Upstairs

<u>index</u>	<u>6</u>						
<u>text</u>	<u>Upon heading upstairs you find one of the doors open, its leads to a child's bedroom w</u> <u>looks up at you expectaningly.</u>						
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td><u>Talk to him</u></td><td><u>16</u></td></tr><tr><td><u>Return to the hall</u></td><td><u>9</u></td></tr></table>	<u>text</u>	<u>index</u>	<u>Talk to him</u>	<u>16</u>	<u>Return to the hall</u>	<u>9</u>
<u>text</u>	<u>index</u>						
<u>Talk to him</u>	<u>16</u>						
<u>Return to the hall</u>	<u>9</u>						

Talk

<u>index</u>	<u>16</u>				
<u>text</u>	<u>You walk over and sit down by the boy he looks up at you "your a cop aint ya(if uniform</u> <u>and him start talking and after a few moments he asks what happened here, he says h</u> <u>hidden here since. He ask you to keep him safe, you promise you will. (boyFound = Tr</u>				
<u>choices</u>	<table><tr><td><u>text</u></td><td><u>index</u></td></tr><tr><td><u>Return to the hall</u></td><td><u>9</u></td></tr></table>	<u>text</u>	<u>index</u>	<u>Return to the hall</u>	<u>9</u>
<u>text</u>	<u>index</u>				
<u>Return to the hall</u>	<u>9</u>				

End

<u>index</u>	<u>15</u>
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<u>text</u>	<p>As you emerge from the basement another squad car pulls up outside and the officers an ambulance and paramedics.</p> <p><u>If uniformDam == true {</u> One of the officers looks at you ripped uniform and asks if you're alright, while the other fine and head out to your car}</p> <p><u>Else {</u> One of the officers looks at you and comments that it was stupid to go in alone, you know so what does it matter. One of them heads downstairs while you go out to your car}</p> <p><u>You sit out on the bonnet of your car for a few minutes and eventually the paramedics</u> <u>If womanSaved == true {</u> with the woman on a stretcher, she looks up and thanks you as she's wheeled past into <u>Else {</u> With a body bag on the stretcher, you look away.}</p> <p><u>If manDead == false {</u> The officer who went downstairs walks over to his car and radios for the coroner, looks building.}</p> <p><u>Else {</u> The officer who went downstairs leads the man over to his car, sitting him in the back seat expression is blank and he seems to have plead the 5th. The other officer nods at you Eventually (If Boy found == true){the }(else){a } child is lead out of the building buy the away. (If manDead == False){he looks over at his father and starts to well up a bit.} un <u>If (boyFound == True) {</u> Runs over to you and throws his arms around you, he crying but through it you can hear else { Sits down on the steps to his house and starts to weep, asking where his mother is. }</p>
<u>choices</u>	Ending 3

Artwork



This image will form the majority of the background of the majority of the game, if any screens need to croll the extra area needed will be black.

Images taken from <https://www.sellhousefast.uk/blog/wp-content/uploads/2016/08/suburban-house.v1472130090.jpg> on 11/12/2017